CHANNEL F

FAIRCHILD VIDEO ENTERTAINMENT SYSTEM

VIDEOCART-5

- Space War

TO PLAY PRESS BUTTONS

■ 1 4

Hand Controller Action

- Push left/right—moves starship left/right.
- Push forward/back—moves starship up/down.
- Twist left/right—sets up laser to fire left/right.
- Push down—fires laser.

SCORING: Each ship has 90 energy units. Firing lasers uses 2 energy units. Getting hit by laser uses 5 units. Going through either star-base recharges energy to 90 units. Draining opponent's ship score 1 point.

ENCODED PROGRAM © FAIRCHILD 1977

FAIRCHILD

INSTRUCTIONS FOR
VIDEOCART(TM)-5
CARTRIDGE GAME

Exclusively for use with
the Fairchild Video
Entertainment System

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F A I R C H I L D
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VIDEOCART is a trademark of Fairchild Camera and Instrument Corporation

ON YOUR MARK

Zap! Your laser fires, but the other starship scoots behind a star back to base for more energy units -- then back to battle!

Take your Fairchild Videocart(TM)* cartridge and, with the edge label facing you and the top label facing up, insert it in the chute marked INSERT CARTRIDGE until it 'cliks' into place. To remove the cartridge, press the PRESS TO EJECT bar, then slide cartridge out of game console.

GET SET

Once the cartridge is in place, press the RESET button. The screen will show a G?. Then cartridge is asking you if you want to play a game. Always press RESET before plaing a game.

GO

Press button 1 to play a game of Space War.

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After pressing button 1 for Space War, the playing field will appear on the screen along with an S?. The game is asking you if you want to start. While the S? is on the screen, the left player's starship will be positioned above the starbase in the upper left corner of the scree. The right player's starship will be positioned below the starbase in the lower right corner of the screen. The numbers on the bottom of the screen are the player's scores. The numbers to the left of center is the number of enemy starships the left player has obliterated. The number to the right of center ist the number of enemy starships the right player has obliterated.

The TIME and MODE options are not used in Spce War.

STARTING PLAY. Press the START button to start the game. After the START button has been pressed, the S? disappears and two more numbers appear at the bottom of the screen. The left number indicates how many energy units the left starships has, the right number indicates how many energy units the right starship has. Each starship starts out with 90 energy units.

HOW THE HAND CONTROLLERS WORK IN SPACE WAR. Always orient the recessed

triangle on the top of the hand controller toward the TV screen.

Starships can move anywhere on the screen with the following hand controller movements:

PUSHING FORWARD (away from you) moves the starship up (towards the top of the screen)

PULLING BACK (towards yourself) moves the starship down (towards the bottom of the screen)

PUSHING RIGHT moves the starship towards the right side of the screen.

PUSHING LEFT moves the starship towards the left side of the screen.

TWISTING RIGHT sets your starship up to fire its laser to the right.

TWISTING LEFT sets your starship up to fire its laser to the left.

PUSHING DOWN fires you laser.

PLAY. Starships can move anywhere on the screen. The object is to deplete your opponent's energy reserve while maintaining your own. Energy is depleted in two ways: by firing your lasers or by getting hit by a laser from the opponent's ship. Each time you fire your lasers you use up 2 nergy units. Each time you get hit by the opponent's laser, your ship loses 5 energy units. flying your starship through EITHER starbase will replenish your energy level back to its original 90 units.

Only 40 nergy units can be used for firing lasers. After that, you have to replenish your energy supply before you can fire your lasers again. Having 40 energy units for firing lasers translates to having 20 laser shots. If, however, while firing your lasers your energy level drops to 10 units, you will not be able to fire any more lasers shots, even though you may not have used up your 20 shots. This is a built-in safety device to keep you from accidentally depleting your energy reserves completely thereby obliterating your own starship.

SCORING. A point is scored each time you obliterate your opponent's starship by running him out of energy units. This is done by depleting his energy reserves before he has a chance to re-energize at a starbase. Each time a point is scored, the S? will appear on the screen asking if you want to start again. Pressing START will re-start the game and re-energize each starship with its original 90 energy units. The ships will remain in the same positions as they were when the point was scored.

HAVE FUN

If you have questions about this Videocart(TM)* cartridge or your Video Entertainment System, call the Toll Free numbers in the back of your console instruction booklet. Other exciting Videocart(TM)* cartridges are available from Fairchild Consumer Products. See them at your Fairchild dealers or, for more information write:

Fairchild Consumer Products
4001 Miranda Avenue
Palo Alto, Ca. 94304

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